

FIG. 1

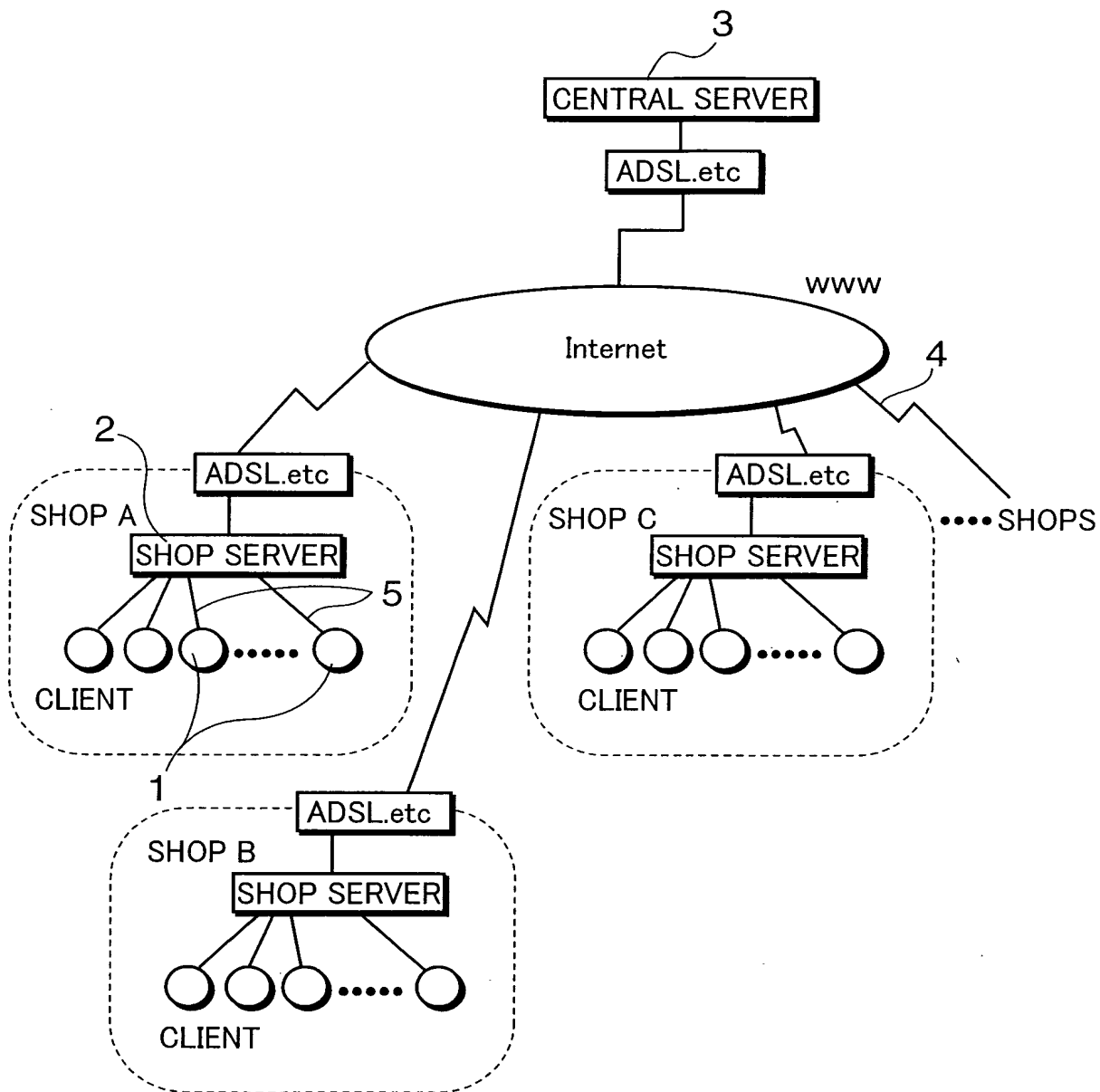
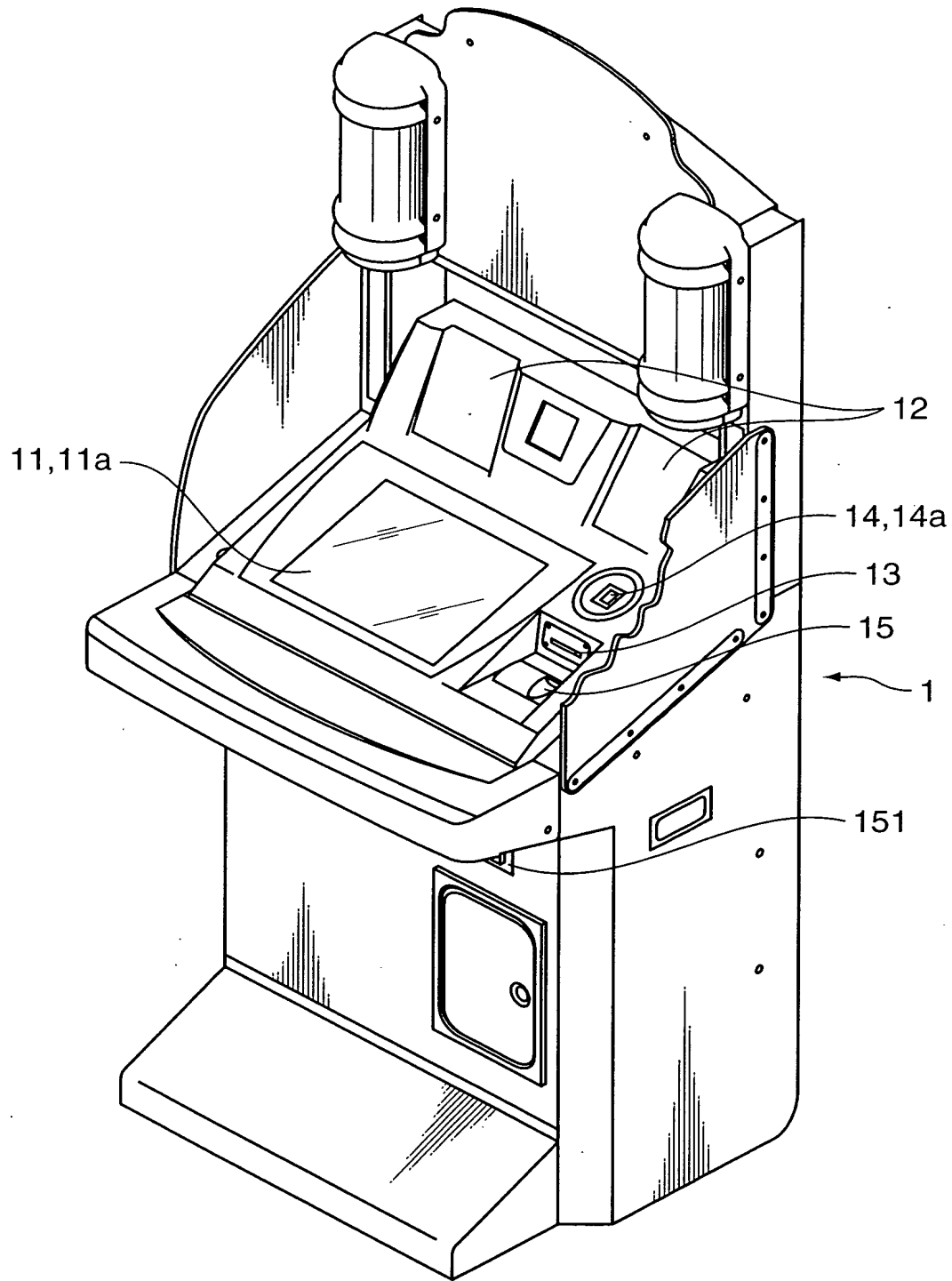


FIG.2



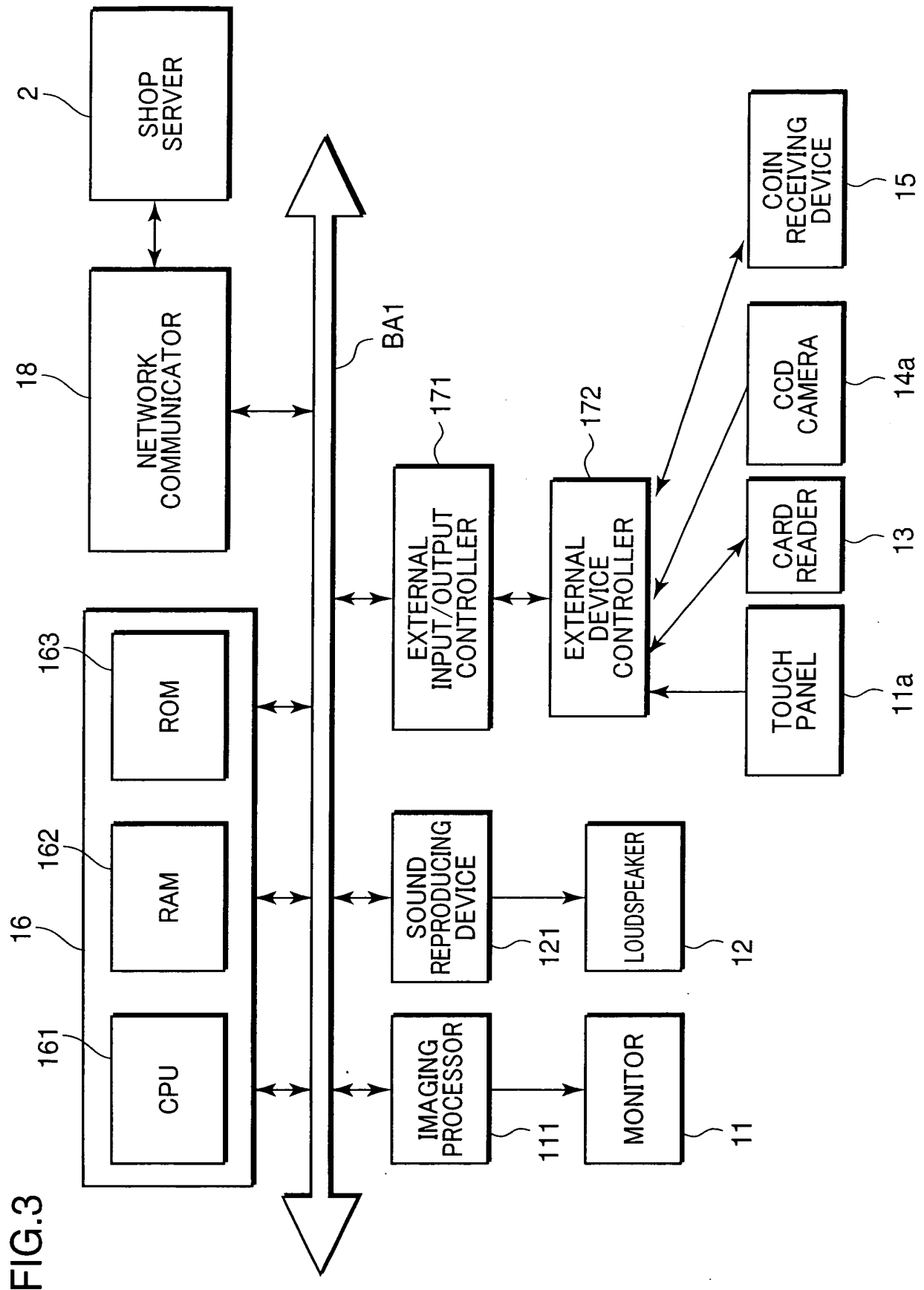


FIG.4

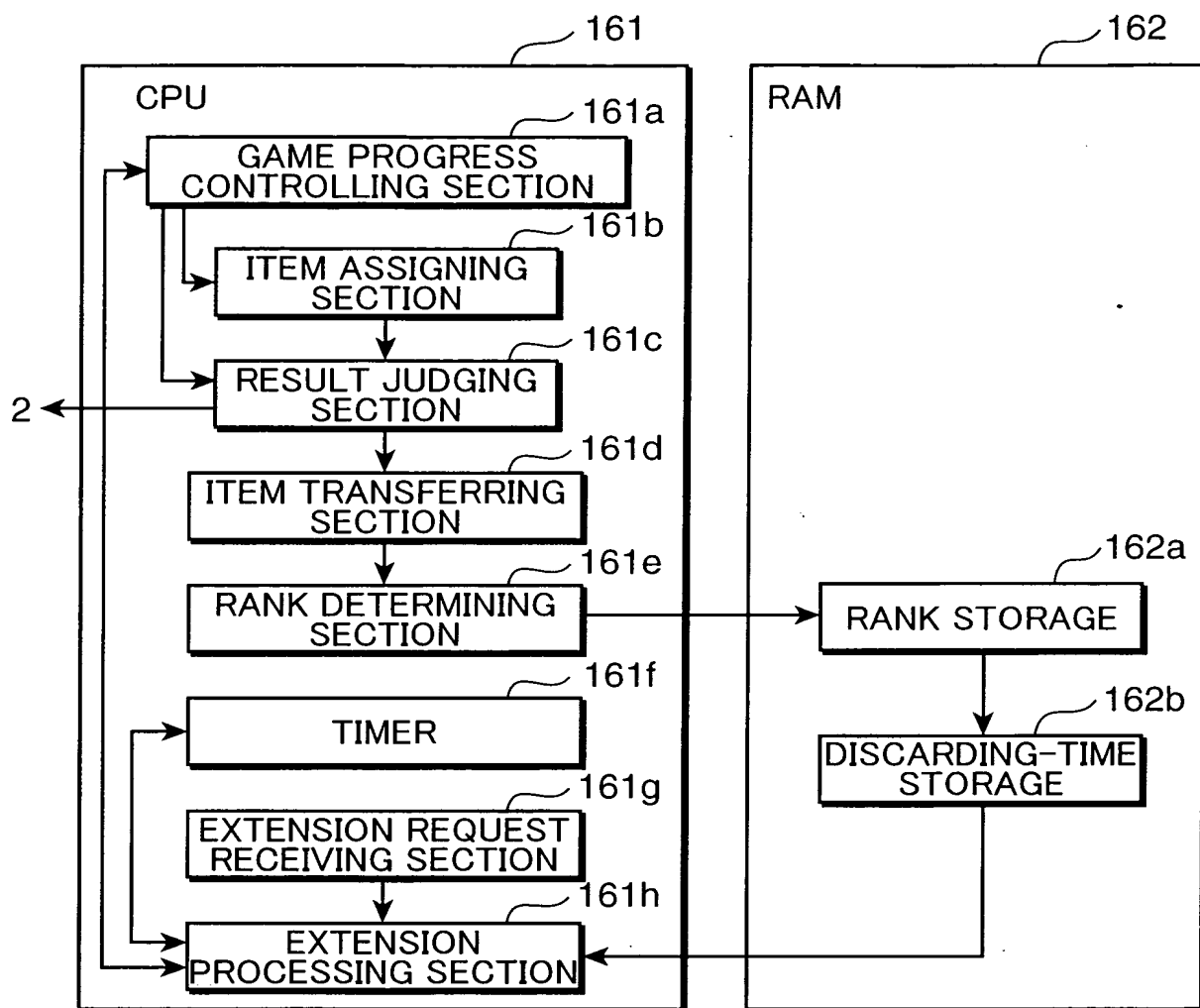


FIG.5A

RANK	POINTS
TENTH KYU	0~99
NINTH KYU	100~199
EIGHTH KYU	200~299
SEVENTH KYU	300~399
SIXTH KYU	400~499
FIFTH KYU	500~599
FOURTH KYU	600~699
THIRD KYU	700~799
SECOND KYU	800~899
FIRST KYU	900~999

FIG.5B

RANK	NUMBER OF POSSESSED CHIPS (TC)
FIRST DAN	$1 \leq TC < 5$
SECOND DAN	$5 \leq TC < 10$
THIRD DAN	$10 \leq TC < 16$
FOURTH DAN	$16 \leq TC < 22$
FIFTH DAN	$22 \leq TC < 29$
SIXTH DAN	$29 \leq TC < 37$
SEVENTH DAN	$37 \leq TC < 46$
EIGHTH DAN	$46 \leq TC < 56$

FIG.6

RANK	TILE DISCARDING TIME
TENTH KYU	5.5
NINTH KYU TO FIFTH KYU	5.5
FOURTH KYU TO FIRST KYU	5.0
FIRST DAN TO FIFTH DAN	4.5
SIXTH DAN AND ABOVE	4.0

FIG.7

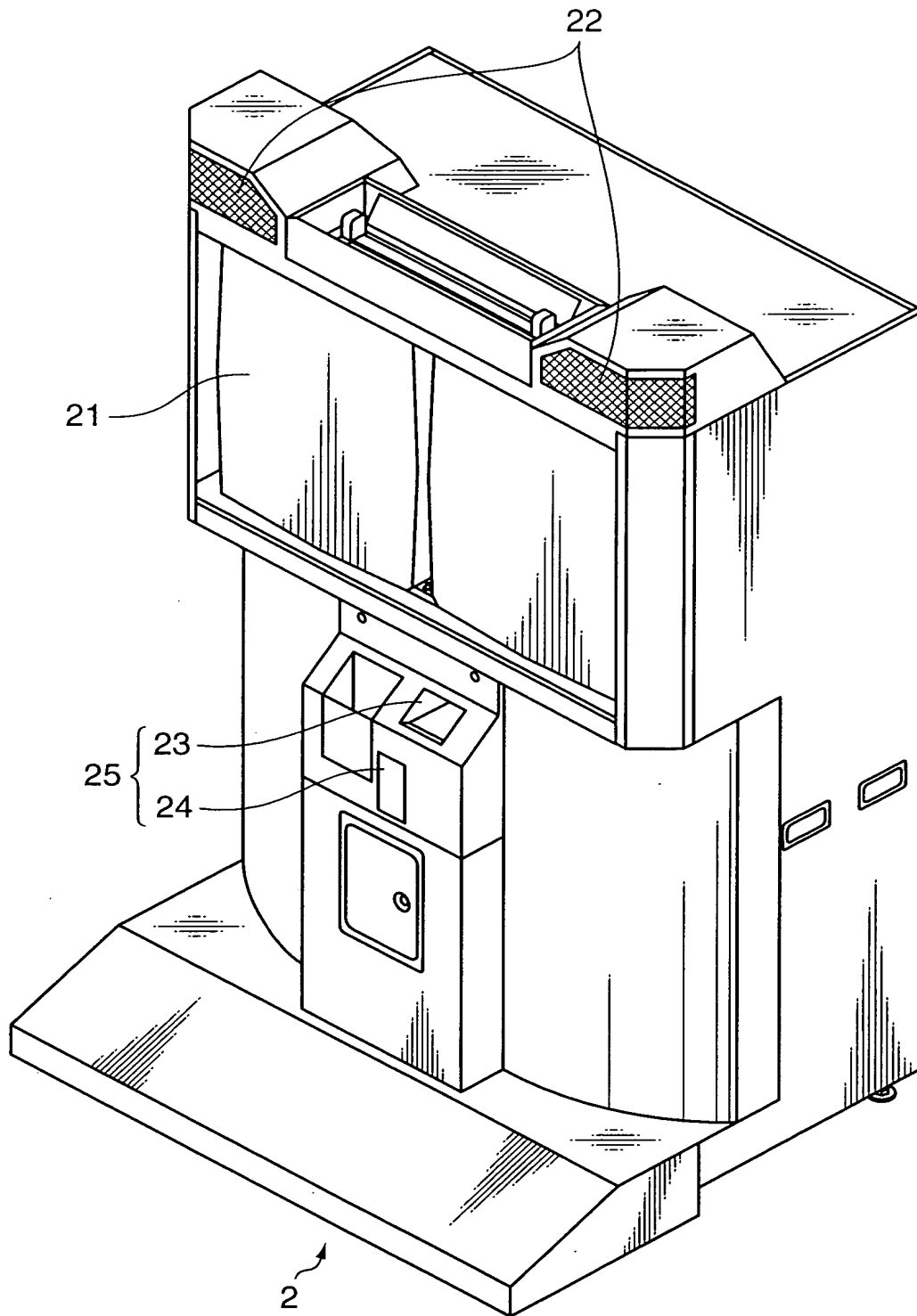


FIG.8

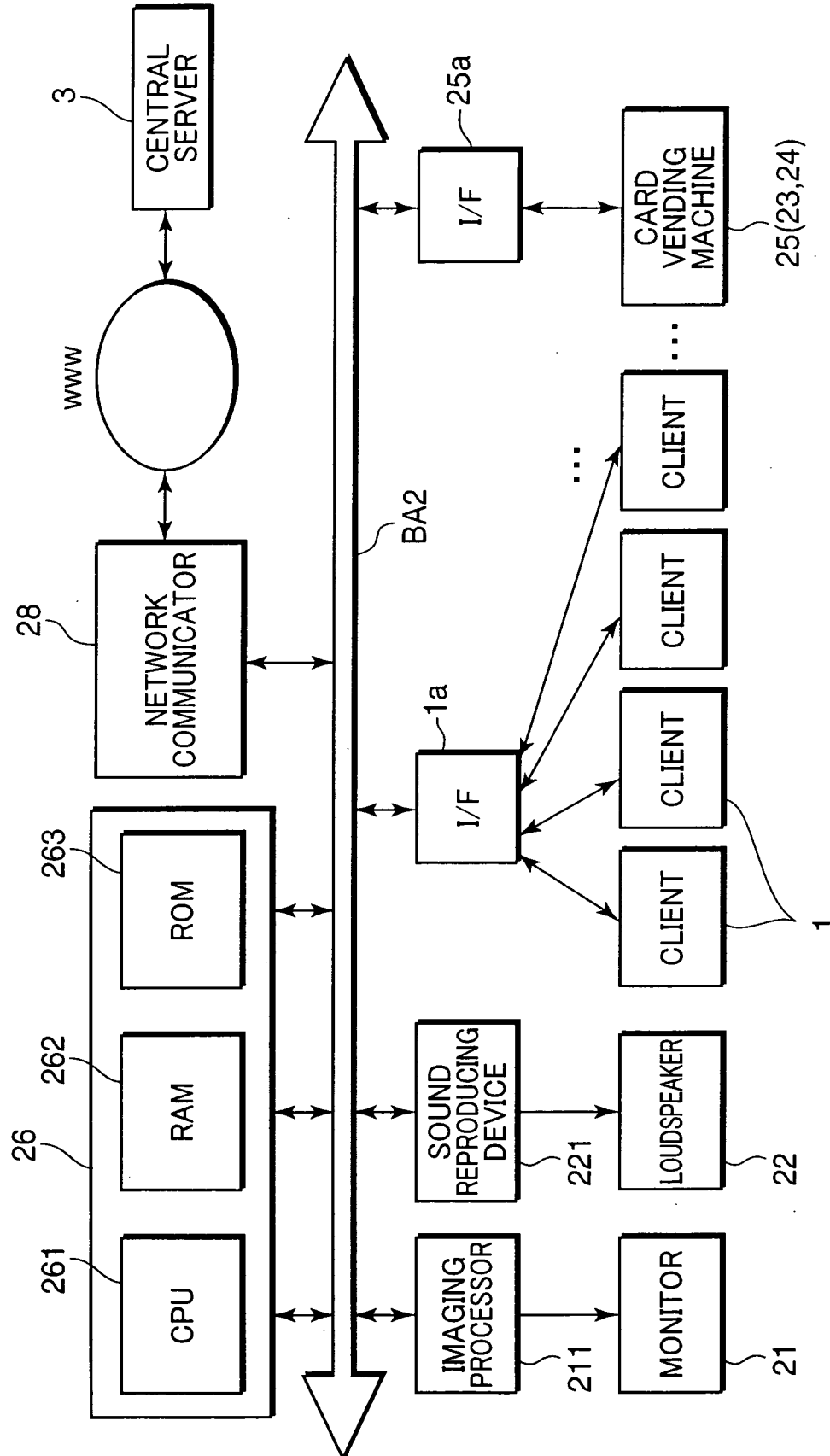


FIG.9

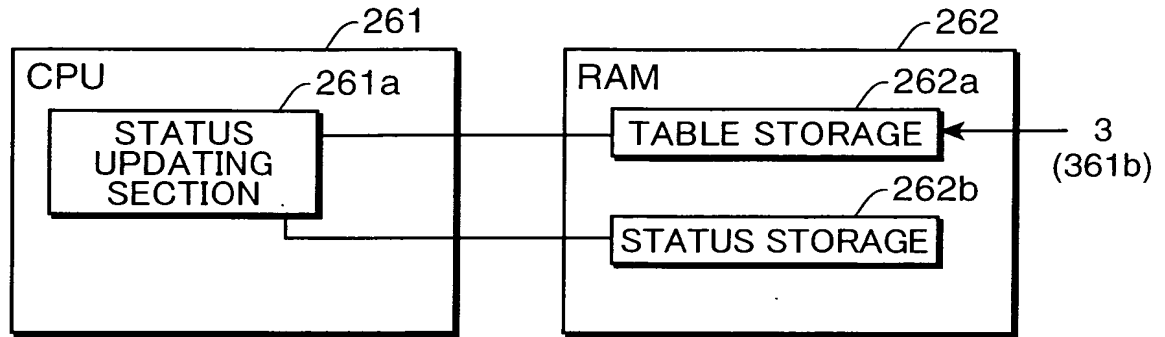


FIG.10

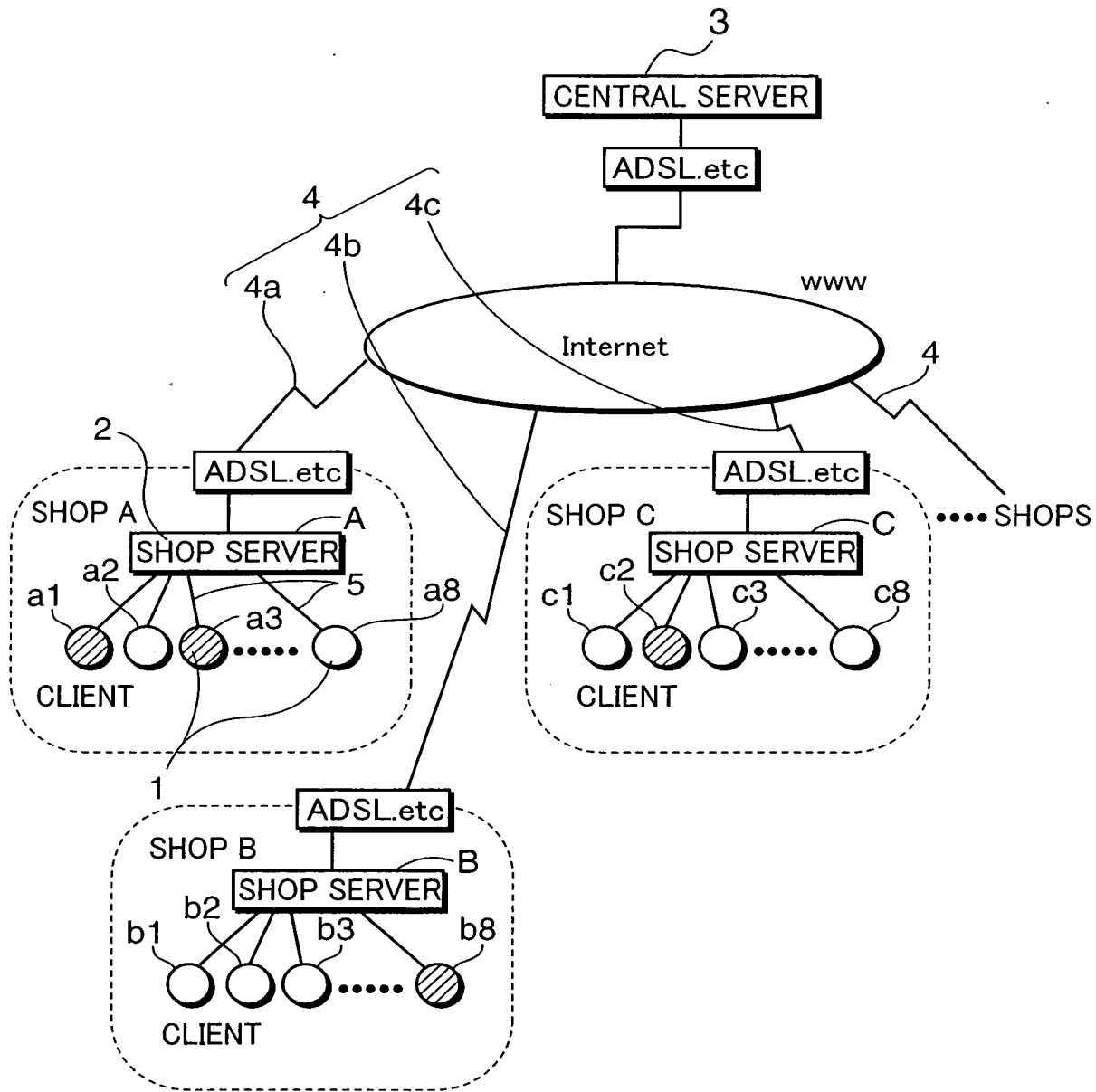


FIG.11

TABLE NUMBER TN	RECEIVING ORDER RN	CLIENT CN	SHOP SERVER SN	MASTER/SLAVE DISTINCTION MS	PLAYER DISTINCTION PC
1	1	a1	A	MASTER	PLAYER
	2	a3	A	MASTER	PLAYER
	3	b8	B	SLAVE	PLAYER
	4	c2	C	SLAVE	PLAYER
2
.
.

FIG.12A

SHOP SERVER A

TRANSMITTING CLIENT CN (VIA SHOP SERVER SN)	RECEIVING CLIENT CN (VIA SHOP SERVER SN)
a1	a3,b8(B),c2(C)
a3	a1,b8(B),c2(C)
b8(B)	a1,a3,c2(C)
c2(C)	a1,a3,b8(B)

FIG.12B

SHOP SERVER B

TRANSMITTING CLIENT CN (VIA SHOP SERVER SN)	RECEIVING CLIENT CN (VIA SHOP SERVER SN)
a1(A)	b8
a3(A)	b8
b8	A
c2(C,A)	b8

FIG.12C

SHOP SERVER C

TRANSMITTING CLIENT CN (VIA SHOP SERVER SN)	RECEIVING CLIENT CN (VIA SHOP SERVER SN)
a1(A)	c2
a3(A)	c2
b8(B,A)	c2
c2	A

FIG.13

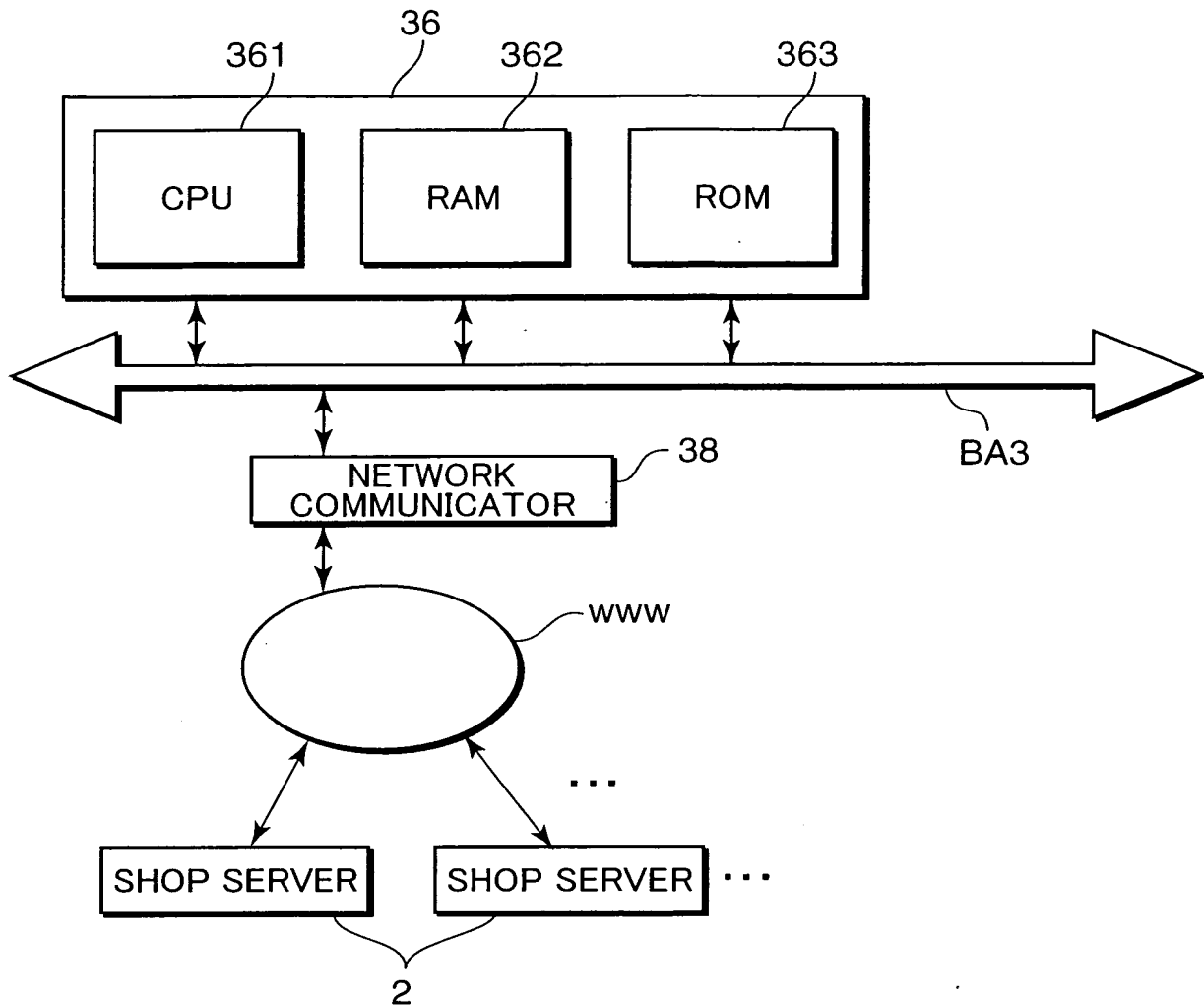
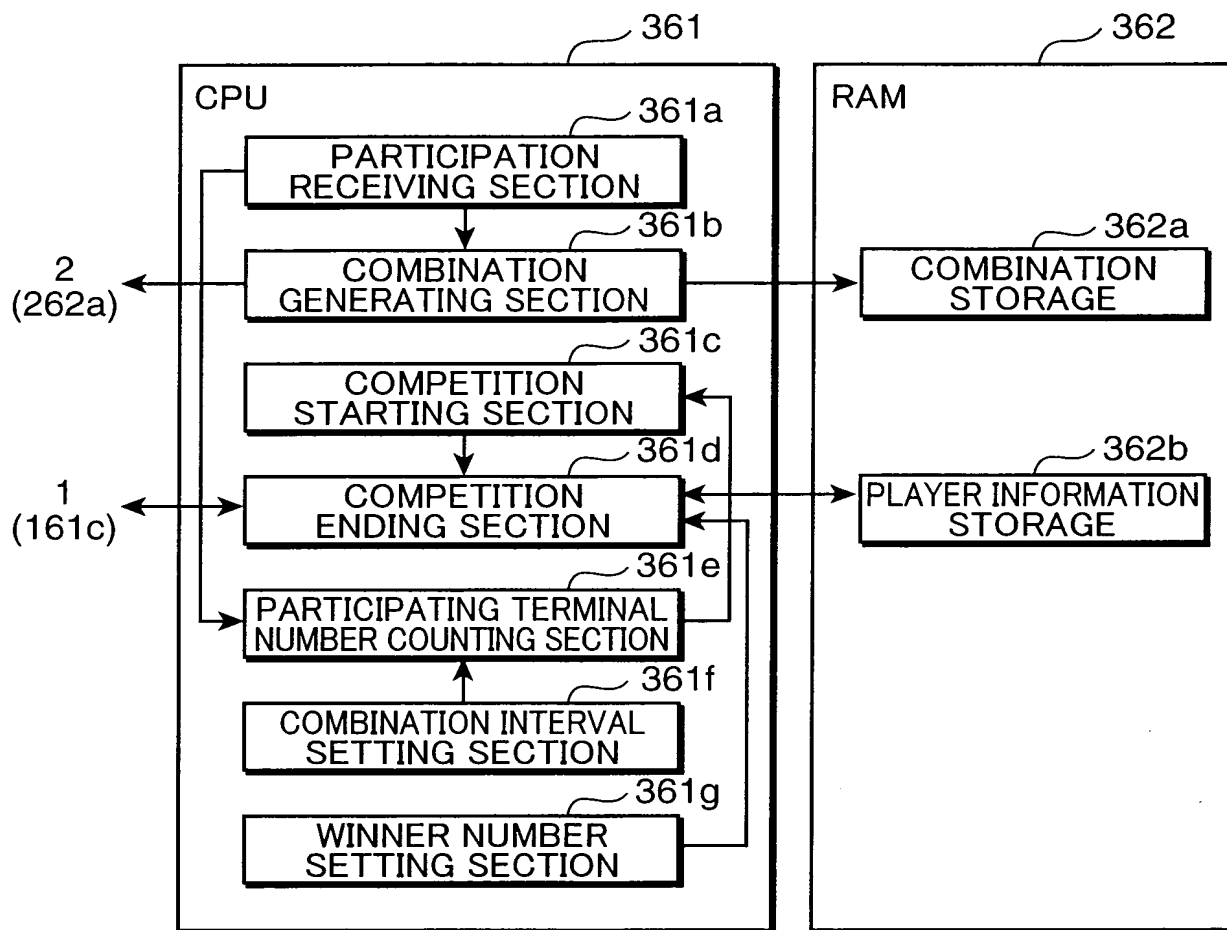


FIG.14



Title: GAME PROGRESS ADMINISTERING SYSTEM, GAME PROGRESS...

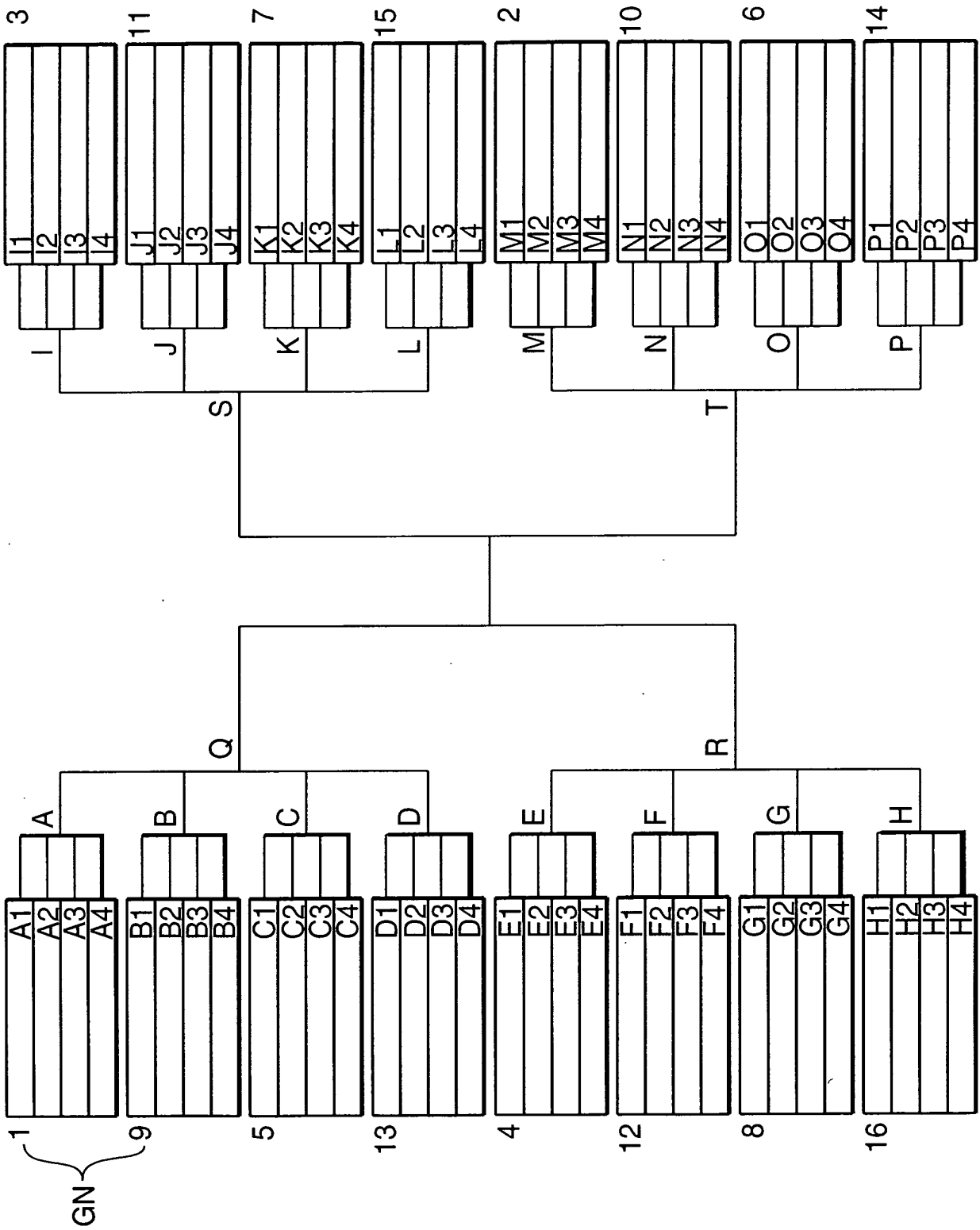


FIG.16

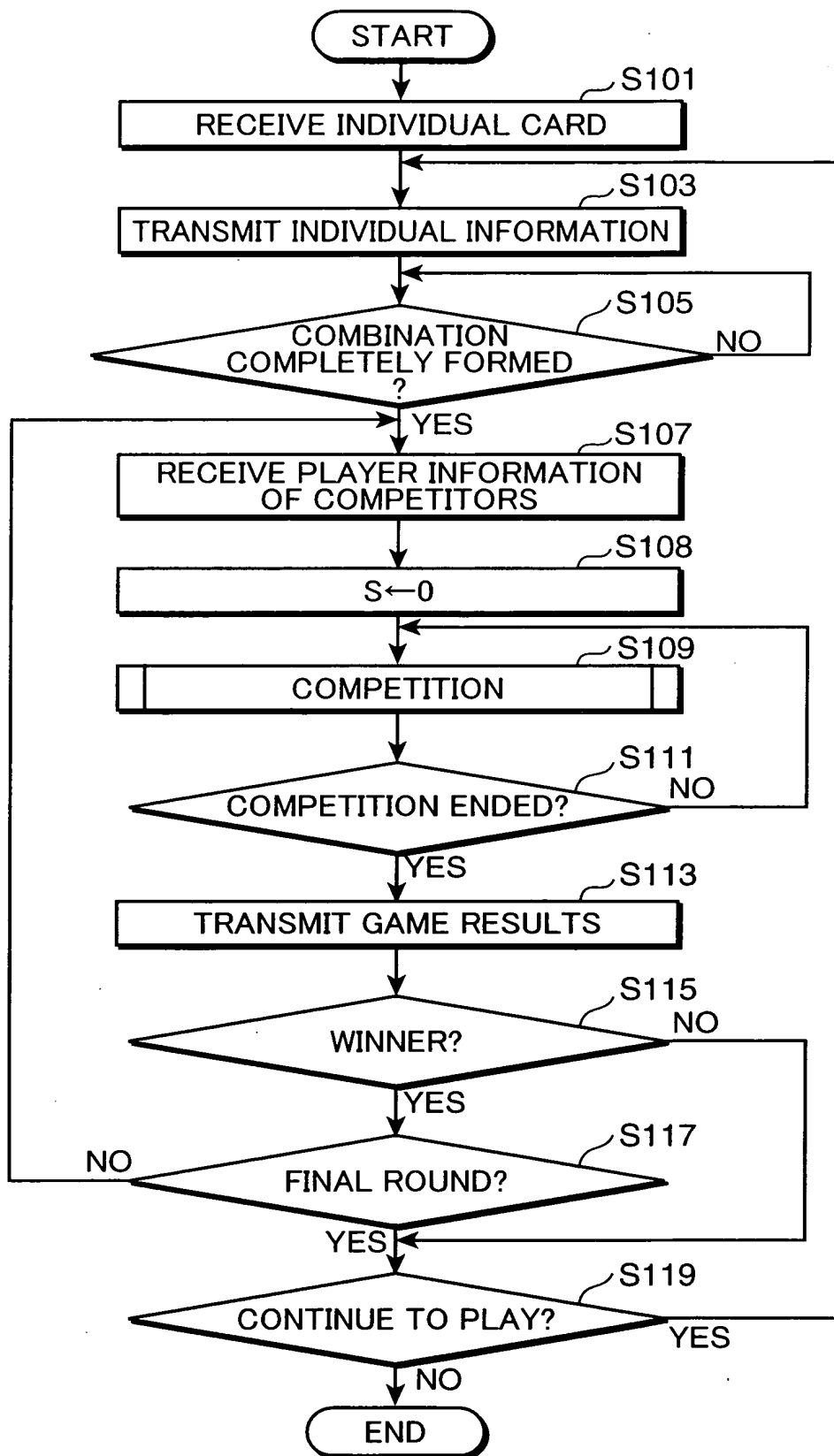


FIG.17

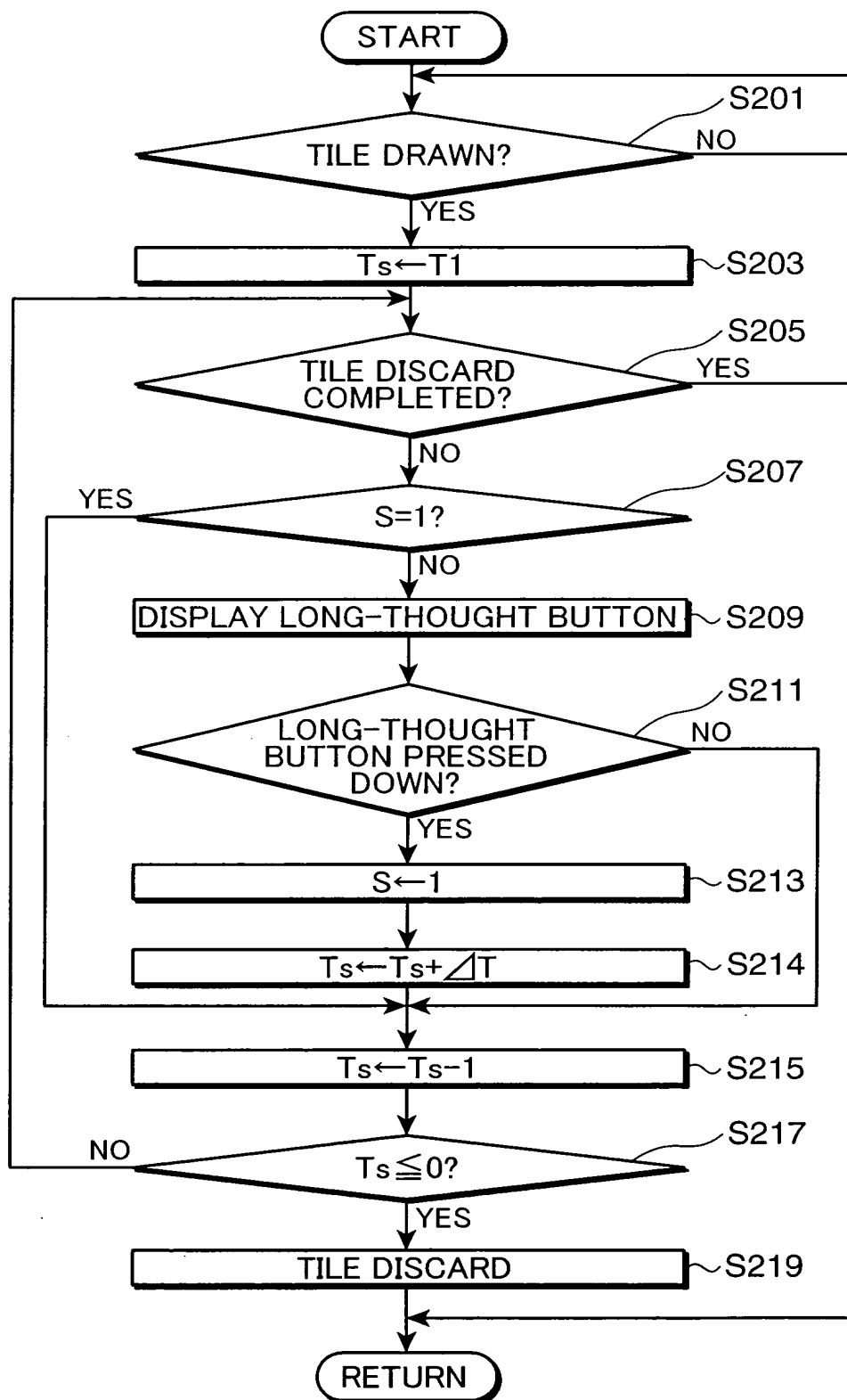
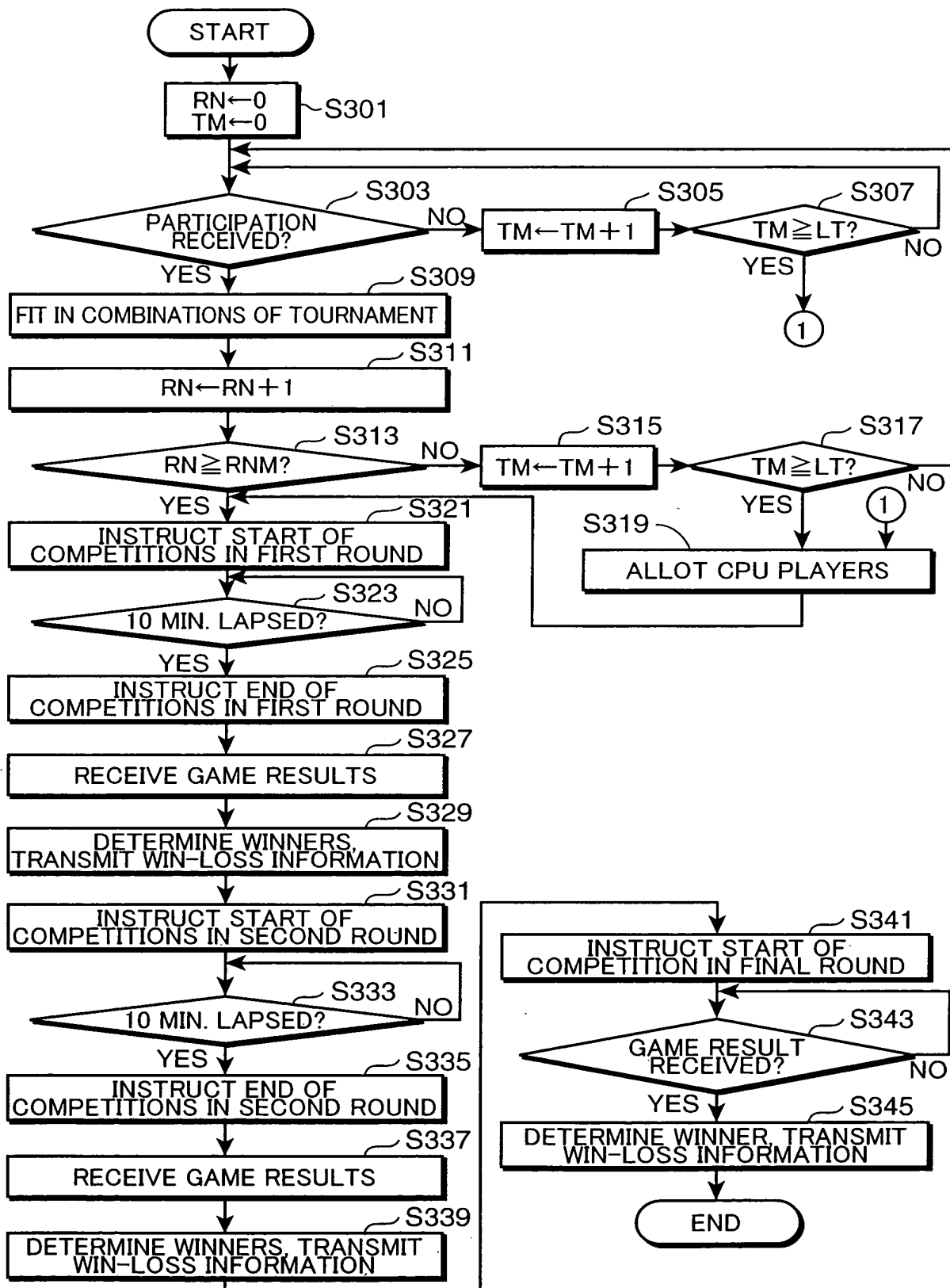
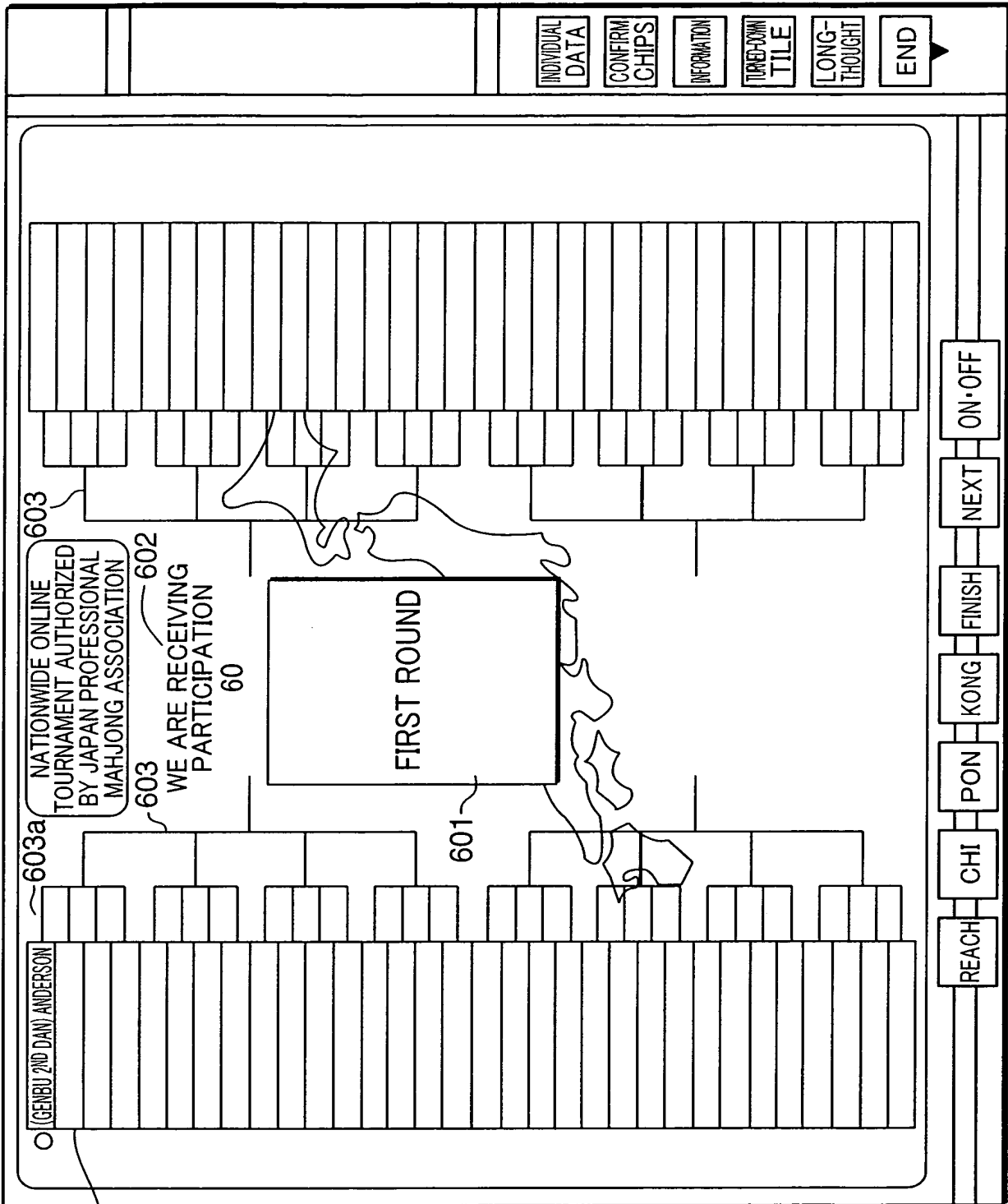


FIG.18





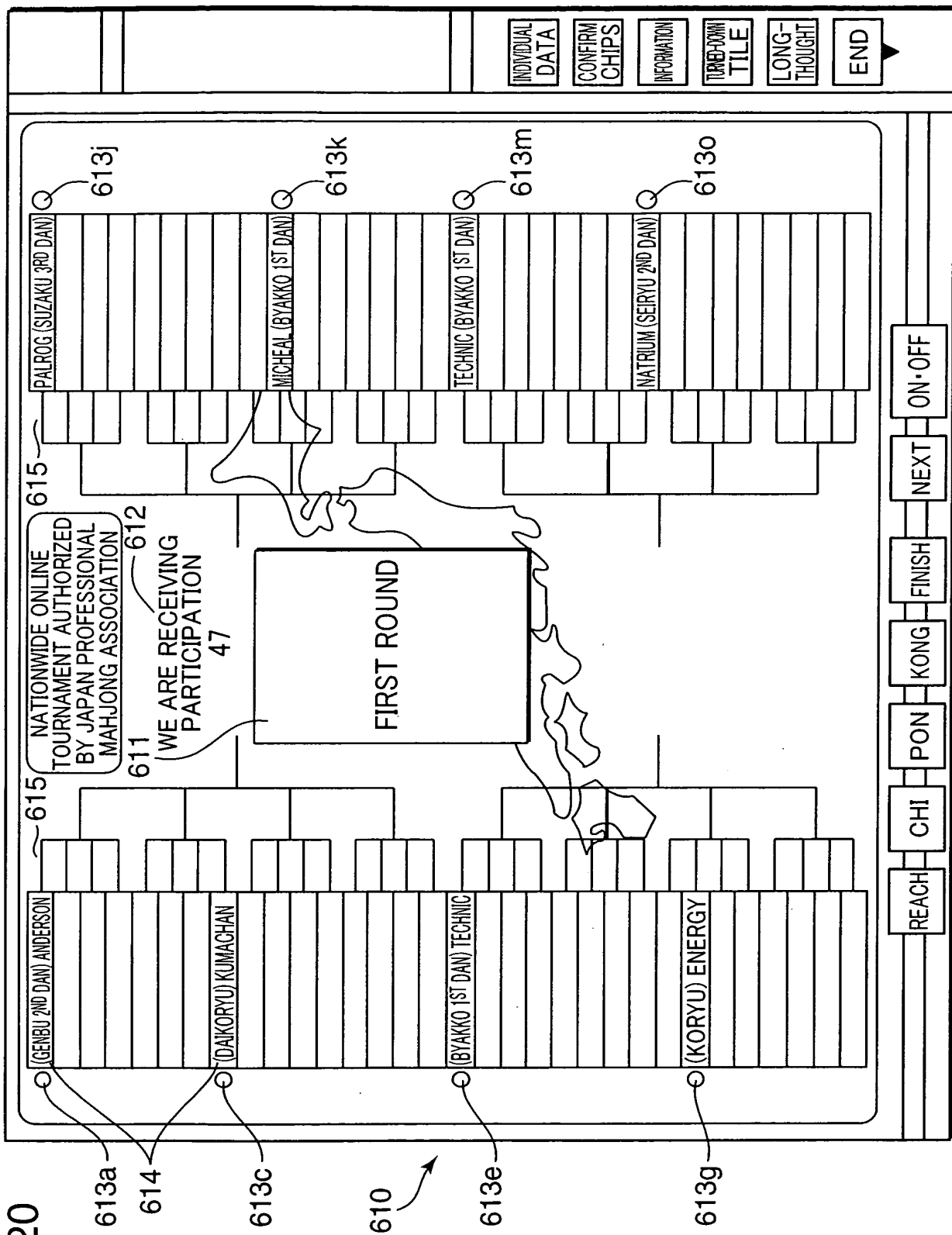


FIG.21

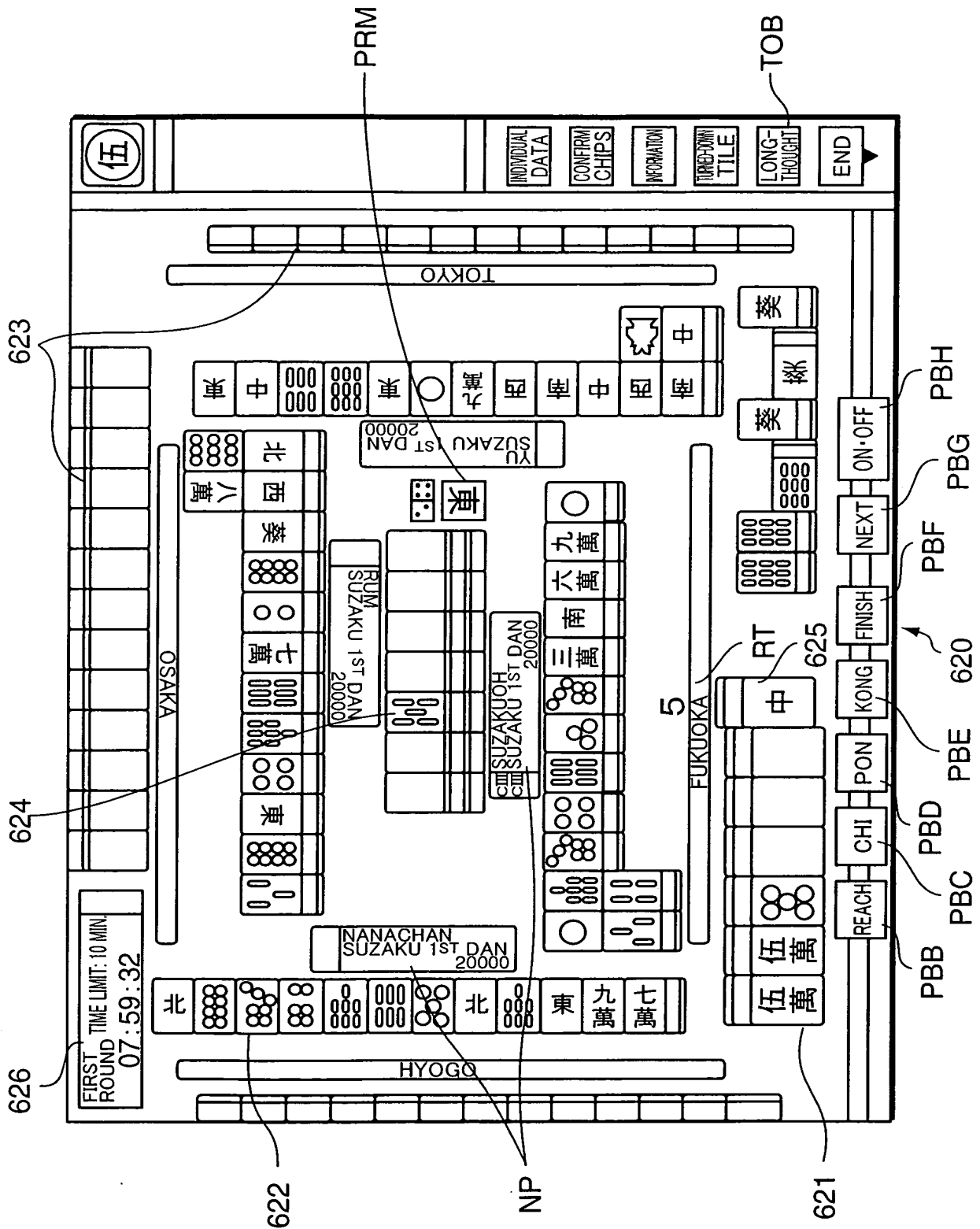
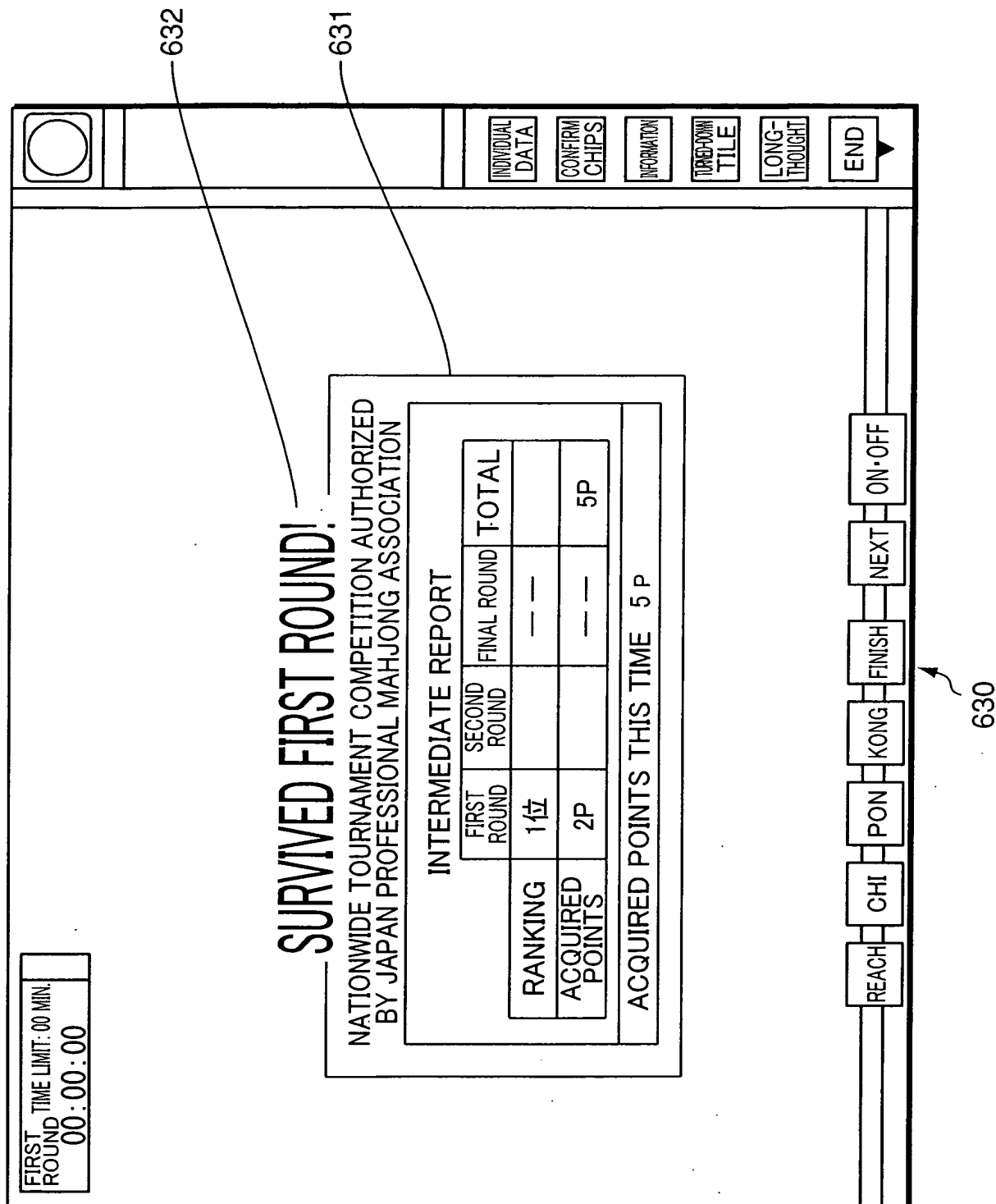


FIG.22



Title: GAME PROGRESS ADMINISTERING SYSTEM, GAME PROGRESS...

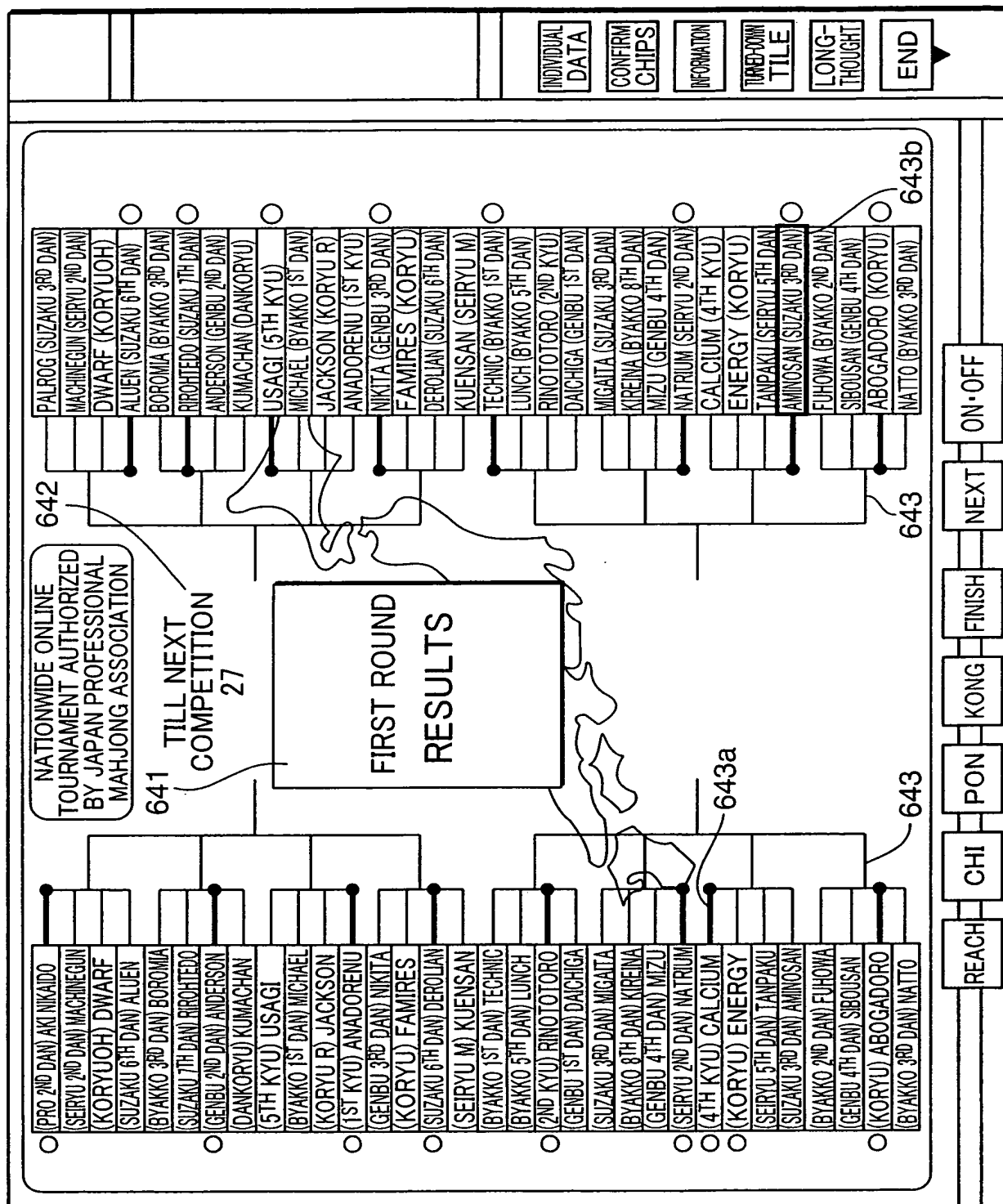
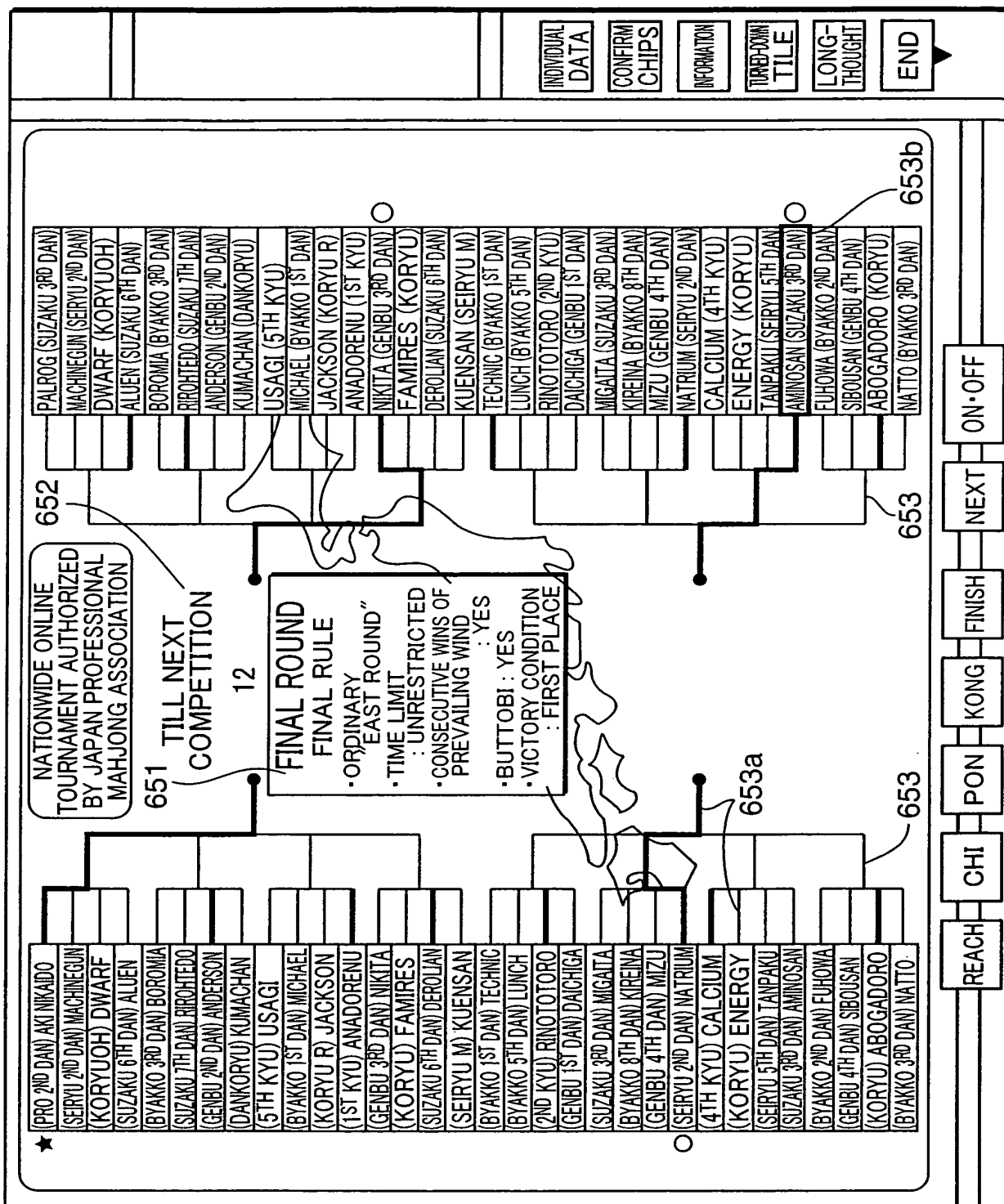


FIG. 23

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Title: GAME PROGRESS ADMINISTERING SYSTEM, GAME PROGRESS...

